

SHE HAD TO RESTRAIN HERSELF BECAUSE SHE'S AN EXAMINEE, BUT IT IS HER NUMBER ONE PASSION...

# ぼくたちは勉強ができない

TSUTSUI TAISHI

VOLUME 8 WILL BE RELEASED ON SEPT. 4TH!! CHECK OUT ALL THE SHOPS THAT WILL BE GIVING OUT THE SPECIAL COVER, FEATURING URUKA, AT [HTTPS://SHUEISHA.APP.BOX.COM/V/BOKUBEN8](https://shueisha.app.box.com/v/bokuben8).



Question 75: The Clockwork Girl Sometimes Waits Upon [X]





# JAIMINIS BOX

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**LRR TRANSLATOR**  
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## ハイステ-ジ

**YOU GET ONE  
DISH FOR FREE!**

YOU'RE  
RIGHT...

AHA  
HA...





T/N: AN ANNUAL BOARD GAME AWARD. MORE INFO ABOUT THE GAMES AT THE END OF THE CHAPTER.





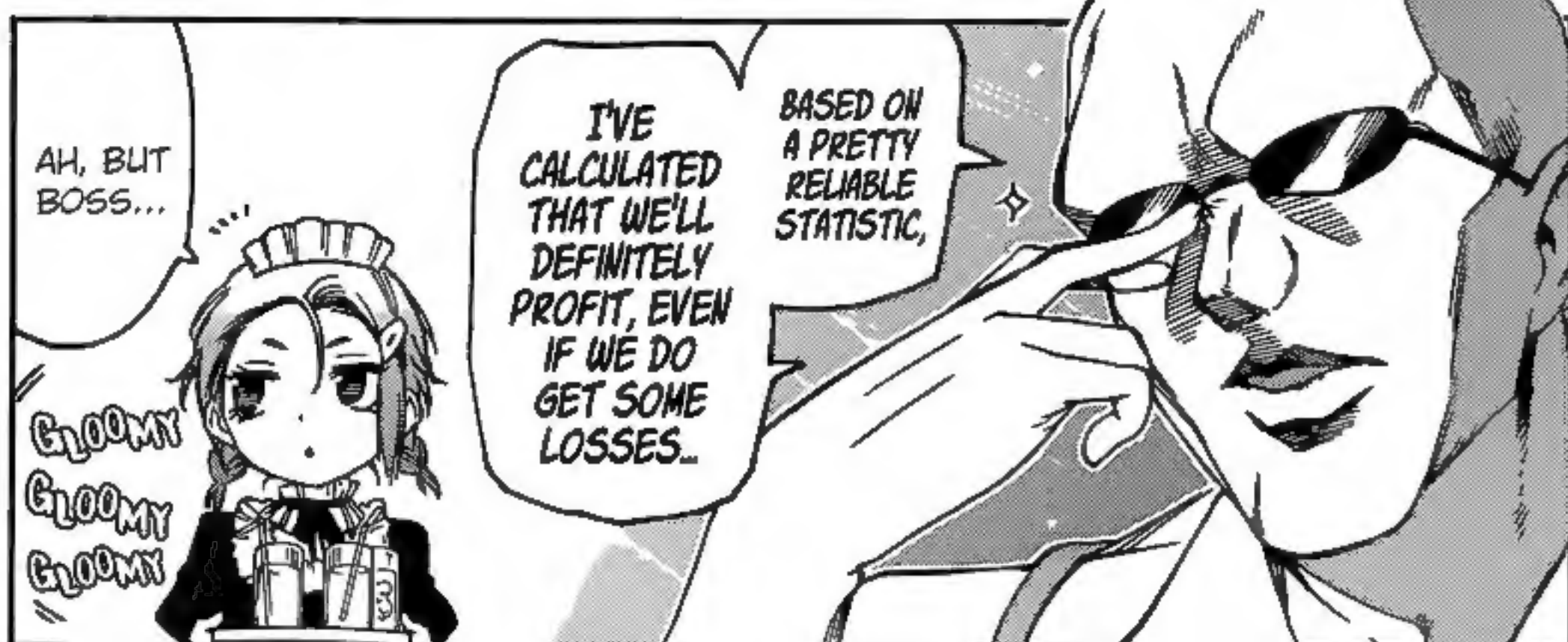




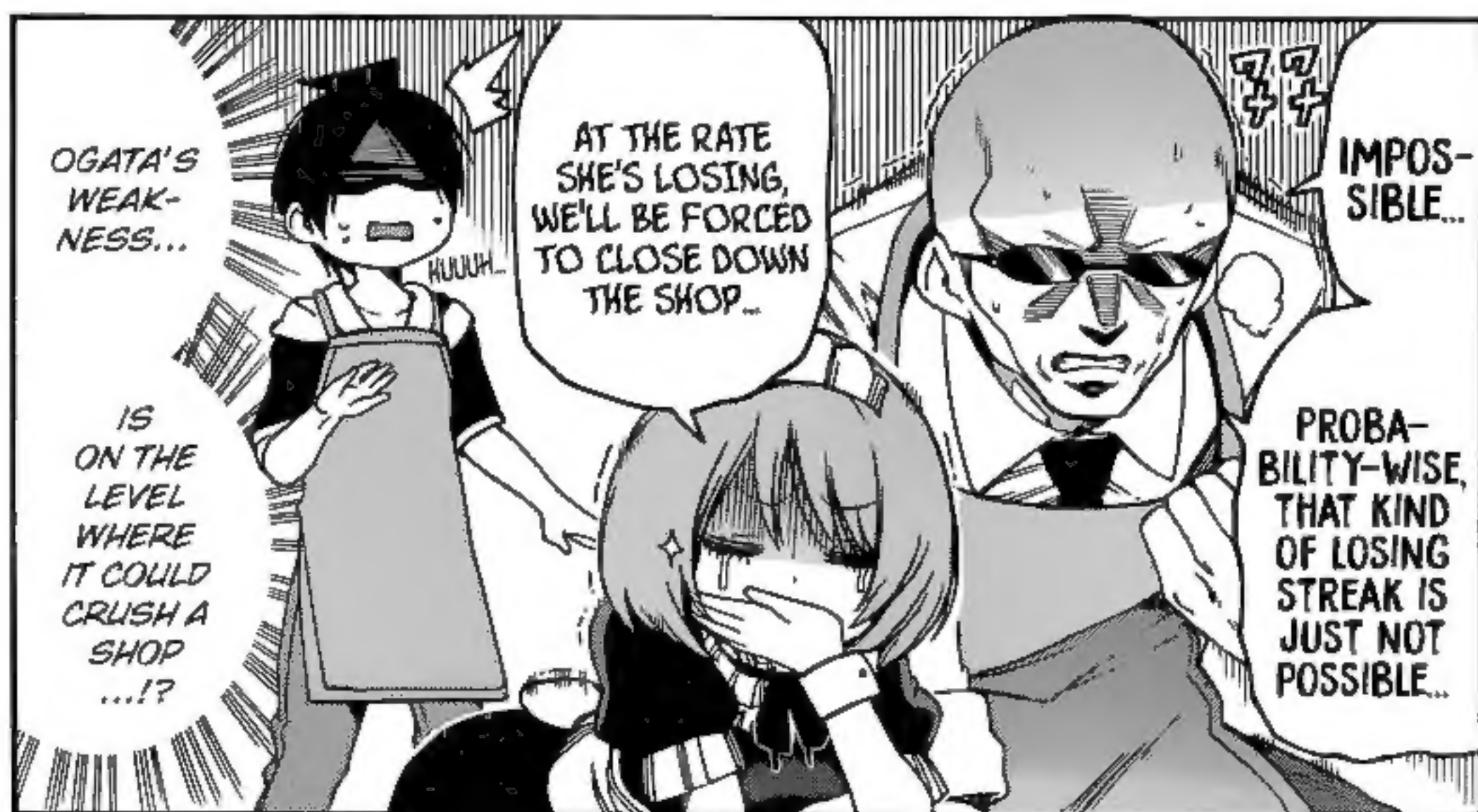
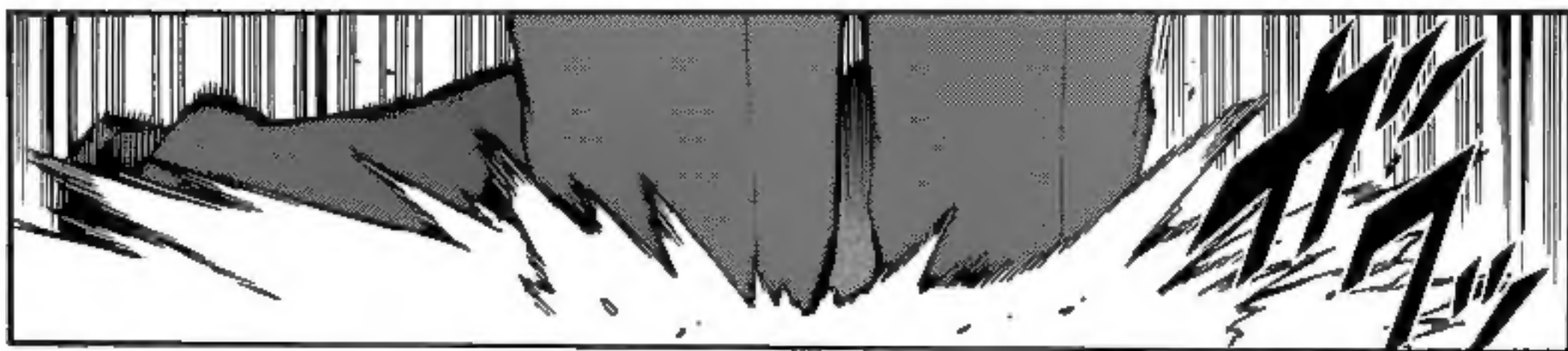




















MAYBE I  
SHOULD FLIP  
OVER YET  
ANOTHER  
TREASURE  
CHIP!

ALL  
RIGHT!  
ANOTHER  
SX!

KYAHA!

T/N: THEY'RE PLAYING THE GAME "DEEP SEA ADVENTURE."



BUT  
WHAT  
EXACTLY  
IS SENPAI  
PLANNING  
...?

I'M  
PRETTY  
SURE SHE'S  
ADVANCING  
THE GAME IN  
A DO-OR-DIE  
MANNER...

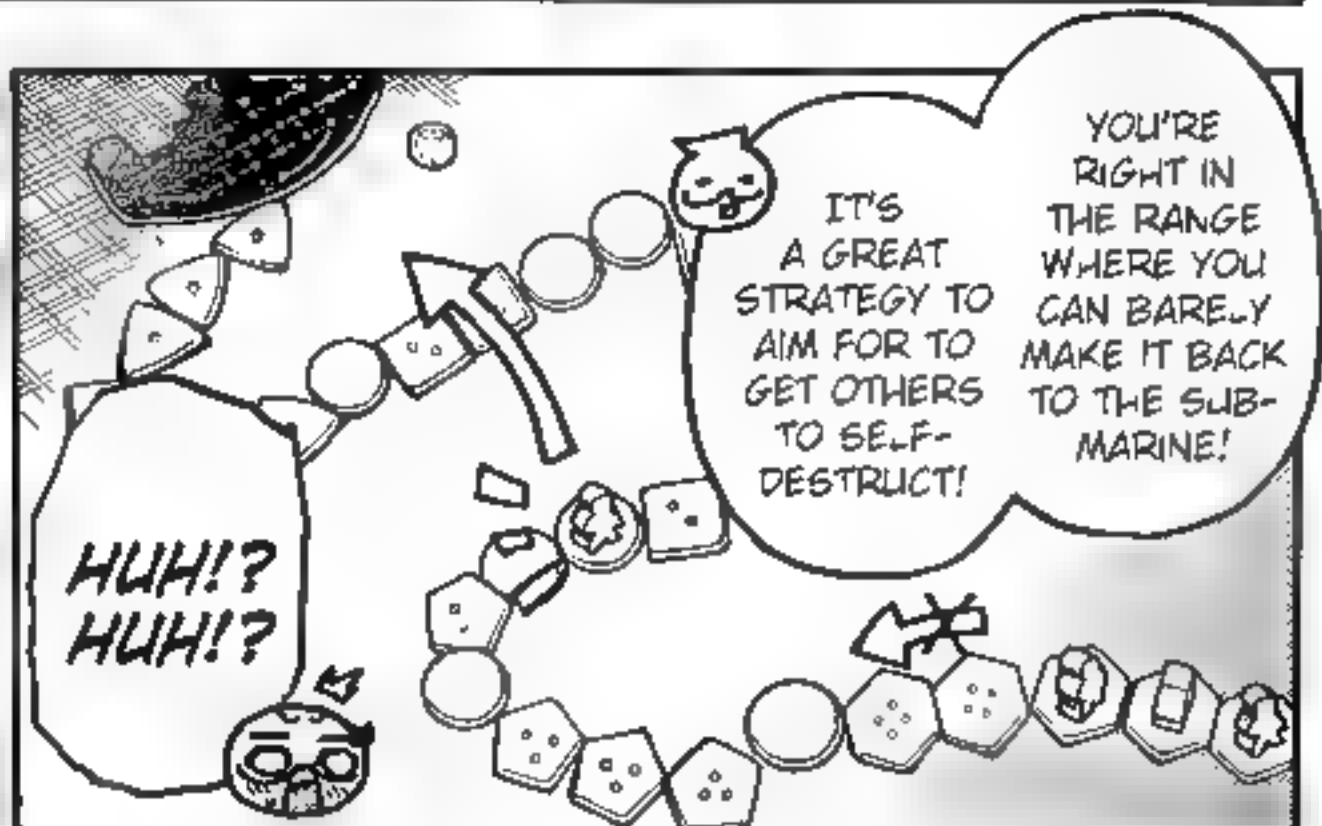
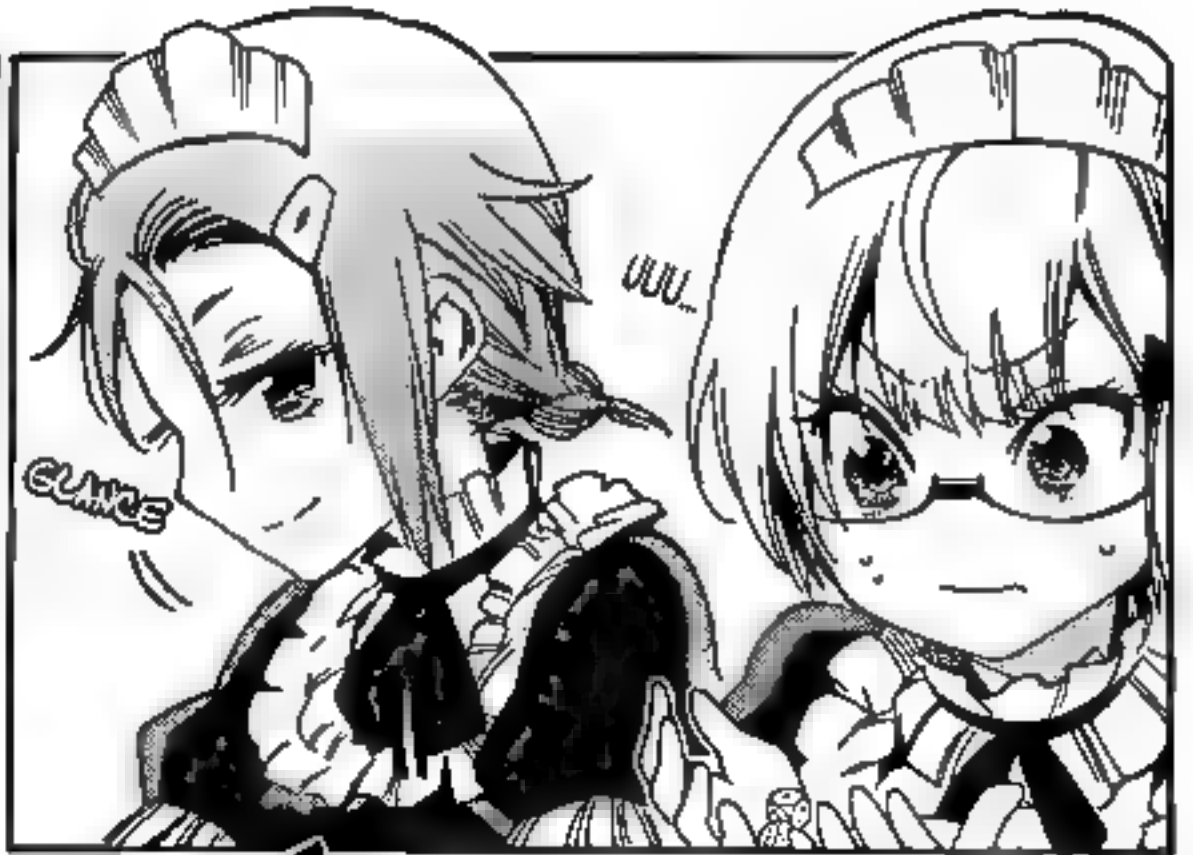


WAAAAH!  
THE SUB-  
MARINE'S  
REMAINING  
OXYGEN  
LEVEL!!

HUUUUH!!?  
THAT'S THE 4TH  
TREASURE CHIP  
SINCE SHE GOT  
HERE!!

THAT'S JUST  
RECKLESS...!!













DAMMIT...  
NEXT TIME...

HUH?

IS THIS...  
WHAT THEY  
CALL SOMEONE  
"TURNING THE  
TIDE"....

GRRR...  
SO HER  
BEING RIDICU-  
LOUSLY WEAK  
EARLIER WAS  
ALL JUST A  
TRICK...

**THIS IS  
THE FIRST  
TIME I'VE  
EVER...**

**WAAA  
AAAAA  
AAAH!**

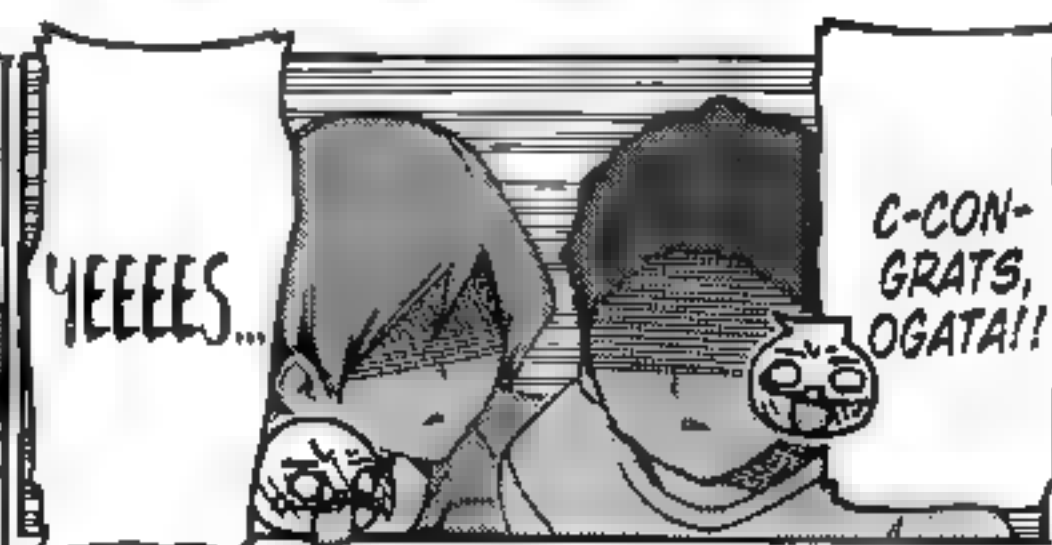
**WON  
SOME-  
THING THIS  
CONVINC-  
INGLY!!**

**I-I-I...  
WON!!**



I REGRET  
NOTHING LOSING  
TO HER...!

WHATEVER,  
THAT'S REALLY  
CUTE



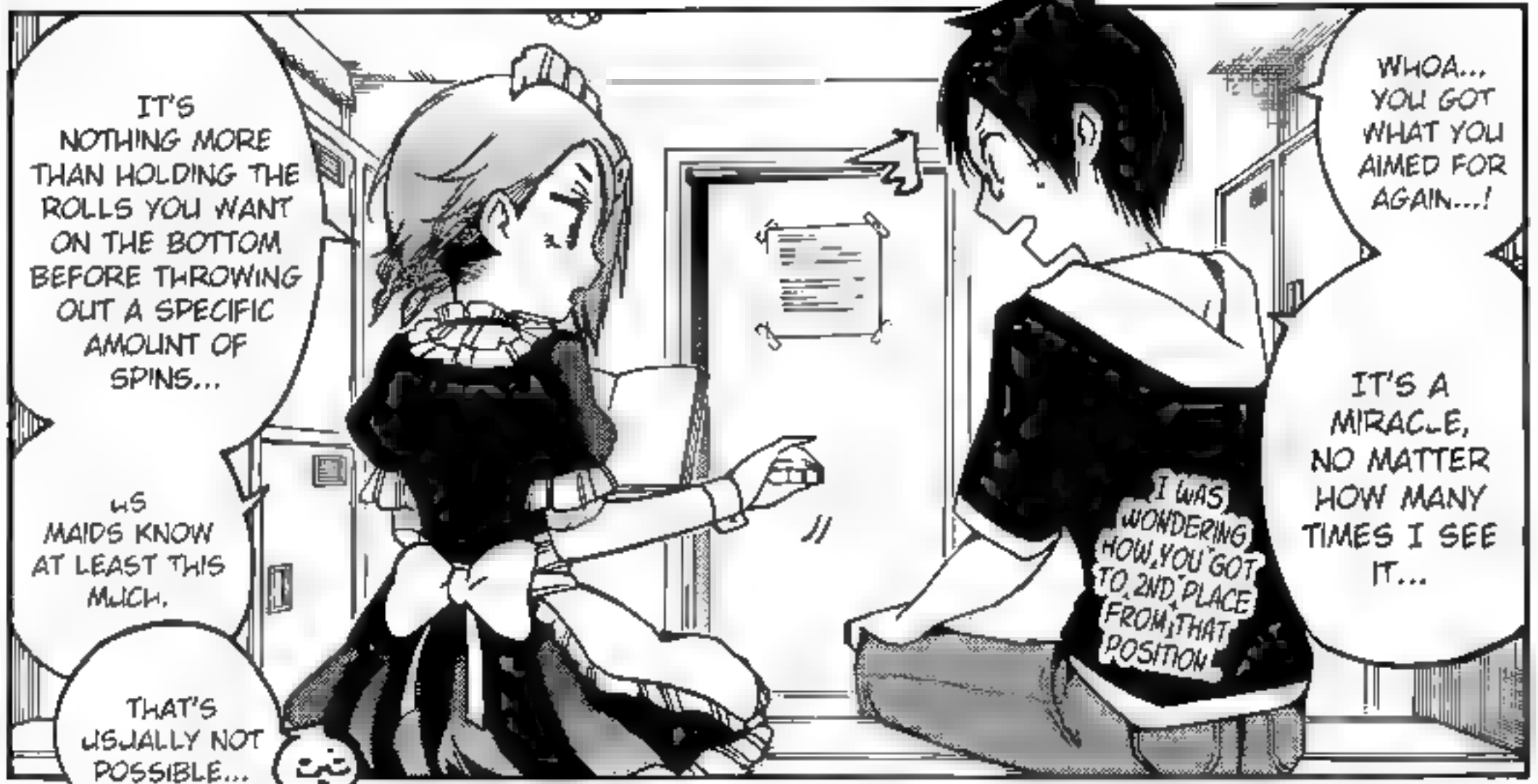
YEEEEES...

C-CON-  
GRATS,  
OGATA!!









IT'S NOTHING MORE THAN HOLDING THE ROLLS YOU WANT ON THE BOTTOM BEFORE THROWING OUT A SPECIFIC AMOUNT OF SPINS...

US MAIDS KNOW AT LEAST THIS MUCH.

THAT'S USUALLY NOT POSSIBLE...

WHOA... YOU GOT WHAT YOU AIMED FOR AGAIN...!

IT'S A MIRACLE, NO MATTER HOW MANY TIMES I SEE IT...

I WAS WONDERING HOW YOU GOT TO 2ND PLACE FROM THAT POSITION



AH, PLEASE KEEP THIS A SECRET FROM OGATA...

WMM...



I WANTED OGATA TO WIN...

WELL... YOU SEE,

SO SHE'D GAIN SOME CONFIDENCE...



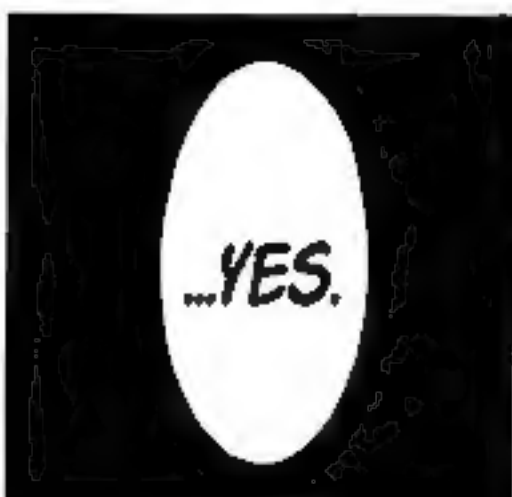
YOU LEAD A FINE PLAY FOR OGATA FROM THE SIDE.

I SHOULD PRAISE YOU, KOUHAI. AFTER YOU NOTICED MY SUBTLE GLANCES,

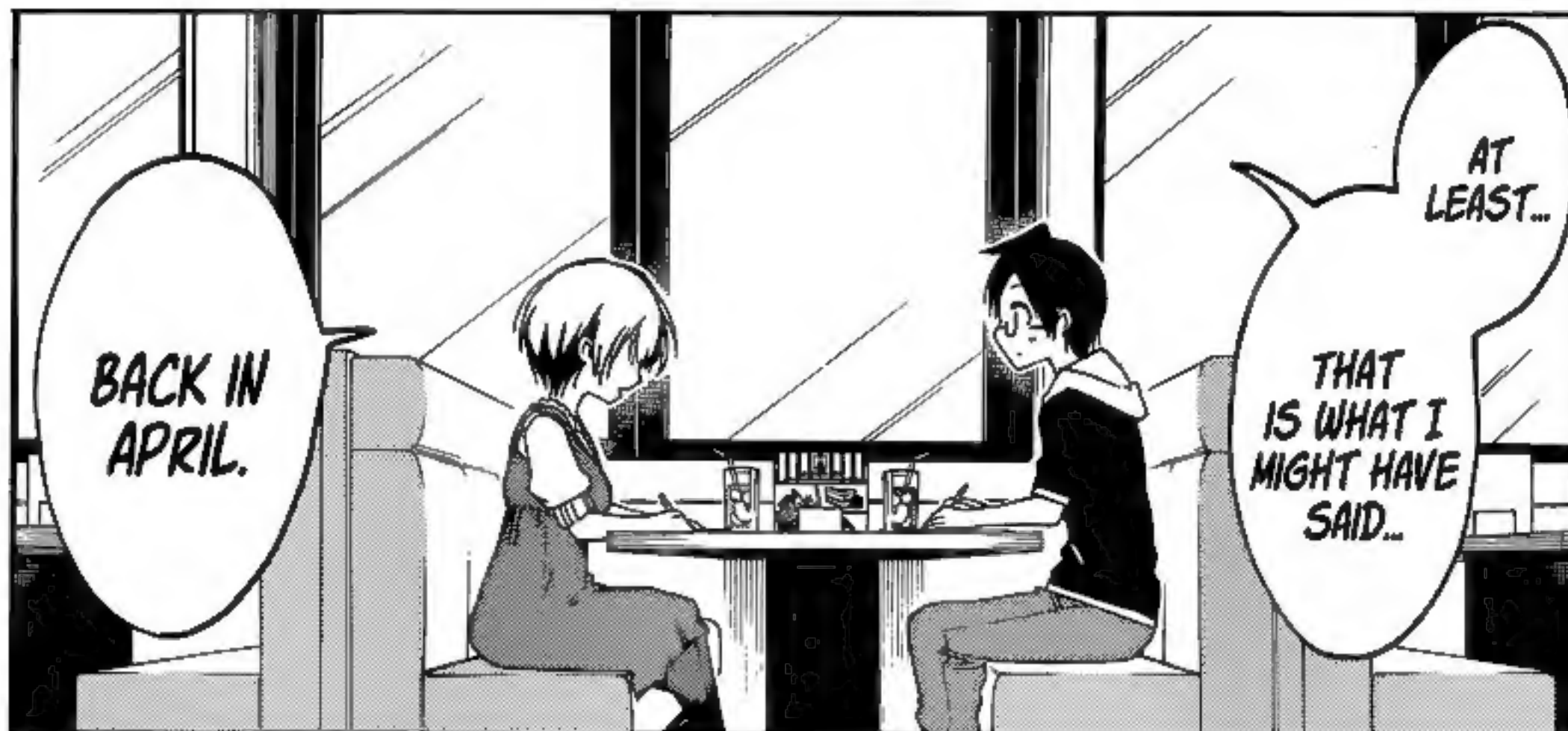
THE STRATEGY OF "THROWING DISRUPTION INTO PLAY WHILE SOMEONE ELSE READS THE REWARD", WAS A GREAT SUCCESS.















WE CAN'T STUDY

...QUESTION 75  
/END

NEXT CHAPTER, WHAT WILL HAPPEN TO  
THE "INCAPABLE GIRLS" WHO SHALL BE  
SHAKEN BY THE UNEXPECTED NEWS..?



# MOEYUKI TRANSLATION BOARDGAMES CORNER!



**Drops & Co.:** In this board game, players attempt to catch as many wooden candy drops of their color in their vehicle. It's a dice game where the board is almost entirely vertical and played on mini conveyer belts. You'll have to quickly turn some of the buttons on the big machine to make the candy move in the desired direction. Players get to place their pieces beforehand strategically to avoid other players, but not all the "candy" lands where you think it will.

**Agricola:** This is a Eurostyle board game. This means it generally has more indirect player interaction and abstract physical components, as opposed to luck. It's a worker placement game (players allocate tokens to various positions beforehand) with a focus on resource management. In Agricola, players are farmers that sow, plow the fields, collect wood, build stables, buy animals, expand their farms, and feed their families. After 14 rounds, players calculate their score based on the size and prosperity of the household.

**Hare and Tortoise:** Another Eurostyle board game. Players need to spend "carrots" to move forward on the board and obtain them in various strategic ways. For instance, players can move backwards to maximize landing on advantage positions.

**Spiel des Jahres (German for "Game of the Year):** An award for board and card games, created in 1978 with the stated purpose of rewarding excellence in game design, and promoting top-quality games in the German market.

**Deep Sea Adventure:** The game takes place over three rounds, and the player to gain the most points over the three rounds is the winner. In order to gain points, you must bring the most treasure chips back to the submarine. You can only return to the submarine once per round, and you cannot progress more after returning. You cannot return to the submarine without bringing any treasure chips. Players take turns going clockwise around the board, following multiple steps until all players return to their submarine, or if the air runs out at the beginning of someone's turn.